

**1** Complete the sentences with the correct form of the word(s) in brackets.

- 1 Jaime hated music at school, but he would go on \_\_\_\_\_ (become) a successful DJ.
- 2 I'm sure my cousin would \_\_\_\_\_ (pick) me up earlier, but I didn't want to bother her.
- 3 They asked me whether I \_\_\_\_\_ (can) look after their dog while they were away.
- 4 We got \_\_\_\_\_ (carry) away with the cooking. We have way too much food!
- 5 You should ask Azia about that neighbourhood. I believe she \_\_\_\_\_ (use) to live there.
- 6 This project has really increased people's \_\_\_\_\_ (aware) of the issue.
- 7 I didn't understand the instructions. Are we \_\_\_\_\_ (mean) to wait here?
- 8 The hotel doesn't have a pool, but it \_\_\_\_\_ (do) have a small, well-equipped gym.
- 9 Do you think you \_\_\_\_\_ (watch) the whole season by the end of the week?
- 10 I wish I \_\_\_\_\_ (not / have) to work today. It's my son's first birthday!

**2** Complete the sentences with the correct word. Write one word in each gap.

- 1 I thought the event would be tedious, but actually it was quite \_\_\_\_\_ opposite.
- 2 Do you and your housemate Rochelle go back a \_\_\_\_\_ way?
- 3 Even \_\_\_\_\_ they live fairly near to us, we don't see them very often.
- 4 I don't really enjoy going sightseeing by \_\_\_\_\_, so I've booked to do a tour.
- 5 We're relieved to know that you got home \_\_\_\_\_ and sound.
- 6 That leadership course gave me plenty of food for \_\_\_\_\_.
- 7 I can only take three days off work, so I want to \_\_\_\_\_ the most of it.
- 8 They told me that driving was much more dangerous \_\_\_\_\_ those days.
- 9 \_\_\_\_\_ seems that the law will come into force in two years' time.
- 10 I still don't understand why you told Mikael about it in the \_\_\_\_\_ place.

3 Choose the correct option to complete the sentences.

- 1 Would you mind *clarifying* / *generalizing* / *notifying* what these letters stand for?
- 2 I can't download these videos. Perhaps my *bandwidth* / *broadband* / *browser* isn't high enough.
- 3 We weren't surprised to hear that the company had *given* / *got* / *gone* bankrupt.
- 4 He's always stressed because he's hopeless at *concerning* / *prioritizing* / *summarizing* his workload.
- 5 Let's stop here so that we can *restore* / *recreate* / *recharge* and get something to eat.
- 6 You ought to come *clear* / *close* / *clean* and tell them what happened.
- 7 Air pollution can seriously affect people's health. We must tackle this *problem* / *person* / *people*.
- 8 You should reduce your prices. We also recommend *staying* / *to stay* / *stayed* open later.
- 9 Kyle had a bit of an *upsets* / *upsetting* / *upset* stomach after that meal yesterday.
- 10 Please accept my apologies for this *catch-up* / *mix-up* / *backup* over the date of the meeting.

## Why are we so afraid of robots?

These days, breakthroughs in artificial intelligence (AI) seem to occur almost daily. For some, this is a hugely exciting area of technological development, the possibilities of which are endless. However, many people find these developments rather worrying, with each new story bringing frightening thoughts and images to mind.

If we look at the role of robots within our society, there seems to be little basis for these concerns. Robots have transformed manufacturing by performing tedious and dangerous activities far quicker than humans could. They have also made other processes safer and more efficient. For example, studies suggest that robot-assisted surgery is more precise than that conducted solely by humans, meaning patients recover more quickly from this kind of procedure. Similarly, public transport systems that are controlled by machines are thought to be a third more dependable than non-automated ones.

It is likely that our fear of robots comes not from evidence or personal experience but rather from the way robots are presented within popular culture. To investigate this idea, we should consider the origins of the word 'robot'. This was first introduced by the Czech writer Karel Čapek in his 1920 play *R.U.R.* (*Rossum's Universal Robots*). Initially, the robot characters in Čapek's play seem happy enough to follow orders, but following a robot rebellion, they become violent and turn on their human masters.

Therefore, since their first appearance, robots have been presented as a force that is both dangerous and untrustworthy. This image has been recreated again and again in books, films and TV shows, from Fritz Lang's highly influential 1927 film *Metropolis* through to the recent remake of *Westworld*, which currently ranks as the most-watched first season ever produced by the American TV network HBO. This frightening concept of the potential power of robots existed even before the technology itself – not until the 1960s did a company create a machine which behaved anything like the robots that had been portrayed in earlier books and films.

While developments in artificial intelligence are going from strength to strength, there is a long way to go. Robots generally still rely on humans to programme and control them, so it will be many years before they can think and (mis)behave by themselves in the way that so many writers and directors have predicted. In the meantime, I think we ought to focus on the positive side of these developments, rather than feeding into people's fears.

- 4 Read the text. Are the sentences true (T), false (F), or is there not enough information in the text to decide (N)? Write T, F or N in the box.

- |                                                                                              |                          |
|----------------------------------------------------------------------------------------------|--------------------------|
| 1 A large number of people are concerned about current developments in AI.                   | <input type="checkbox"/> |
| 2 There is not much evidence to suggest that real robots are dangerous.                      | <input type="checkbox"/> |
| 3 There have been fewer accidents since the introduction of manufacturing robots.            | <input type="checkbox"/> |
| 4 Involving robots in medical operations has no effect on patients.                          | <input type="checkbox"/> |
| 5 The writer Karel Čapek was the first person to use the word 'robot'.                       | <input type="checkbox"/> |
| 6 At the start of Čapek's play <i>R.U.R.</i> , the robot characters are obedient.            | <input type="checkbox"/> |
| 7 The film <i>Metropolis</i> was extremely successful when it was first released.            | <input type="checkbox"/> |
| 8 Season 1 of <i>Westworld</i> had more viewers than the first season of any other HBO show. | <input type="checkbox"/> |
| 9 Early representations of robots were based on the technology available at the time.        | <input type="checkbox"/> |
| 10 Most robots are now able to operate without human input.                                  | <input type="checkbox"/> |

Score   
out of 10

5 Complete the sentences with the correct form of the words in brackets.

**Neku Atawodi-Edun: playing polo and changing lives**

<sup>1</sup> ..... (name) as one of Africa's most <sup>2</sup> ..... (promise) entrepreneurs by the business magazine Forbes, Neku Atawodi-Edun has also represented her country at the World Economic Forum. In <sup>3</sup> ..... (add), her career has included several years as a professional polo player! At the moment, Atawodi-Edun <sup>4</sup> ..... (work) at the Meltwater Entrepreneurial School of Technology (MEST) in Nigeria. MEST was started by Meltwater, a company which develops data analytics software, and <sup>5</sup> ..... (support) new business leaders by providing them with training and sponsorship. At the end of the one-year programme, MEST will invest in each entrepreneur's business, <sup>6</sup> ..... (provide) they see potential in his or her ideas.

Before <sup>7</sup> ..... (join) MEST, Atawodi-Edun <sup>8</sup> ..... (experience) the highs and lows of business herself. Her past projects included an eco-hotel company called Bamboo Green Concepts and Malaik, a crowdfunding platform which offered support to small businesses. When some <sup>9</sup> ..... (type) of crowdfunding were no longer allowed in Nigeria and Malaik ran into difficulties, Atawodi-Edun bounced back <sup>10</sup> ..... (quick) to commence her work with MEST. While <sup>11</sup> ..... (study) in London, Atawodi-Edun was <sup>12</sup> ..... (chose) as the captain of her university polo team and has played professionally in fourteen countries. She believes this experience enabled her <sup>13</sup> ..... (develop) skills which are also relevant to working in business. <sup>14</sup> ..... (rare) do people talk about teamwork in business – they tend to focus on individual achievements – but <sup>15</sup> ..... (accord) to Atawodi-Edun, understanding how the different people in your team can work together is a key part of making your start-up a success.

Score

out of 15

6 There are twenty words in the box. Complete the text with fifteen of the words. There are five words that you do not need to use.

appears collaborating complement compliment due fashion focus get highly human innovative inspiration make most nonetheless relationships seem that ties triumph

**A new way to chill out**

There is a long-running debate over the impact video games can have on the people who play them. <sup>1</sup> ....., there has recently been an increase in the number of games published, many of which have become <sup>2</sup> ..... successful. This may be due to the huge popularity of non-violent games like Candy Crush, which have encouraged a whole new audience to <sup>3</sup> ..... into video games.

One game, Stardew Valley, is reported to have sold over 3.5 million copies. It involves creating and running your own farm, as well as strengthening <sup>4</sup> ..... in your community by developing <sup>5</sup> ..... with neighbours and taking part in local festivals. Given the popularity of Stardew Valley, it would <sup>6</sup> ..... that people enjoy relaxing games just as much as more action-packed ones. In fact, many people play both kinds of game and <sup>7</sup> ..... high-stress action games with calmer, slower alternatives.

Some developers believe the success of these games is <sup>8</sup> ..... to the fact that they often involve designing or building things or <sup>9</sup> ..... with others, activities which are an innate part of <sup>10</sup> ..... nature. This is certainly true of Minecraft which, with around 75 million active monthly users, is one of the most successful games in the world. Will big-budget action blockbusters ever go out of <sup>11</sup> ..... and relaxing games <sup>12</sup> ..... over them? I'm not sure. What is of <sup>13</sup> ..... interest to me about these non-violent games is their variety – they <sup>14</sup> ..... on a really broad range of activities and, in my opinion, this has led the developers to come up with some truly <sup>15</sup> ..... ideas.

Score

out of 15

Total score

out of 70